

Fight For Life ABC of Moves

Core Moves:

<input type="checkbox"/> Kara-	Head Scissor	(>>>A.)	<input type="checkbox"/> Ian-	Bear Hug	(< V >A)
<input type="checkbox"/> Kuma-	Head Slam	(VVA.)	<input type="checkbox"/> Jenny-	Back Roll	(V < ^B)
<input type="checkbox"/> Pop-	Face Smasher	(> V B)	<input type="checkbox"/> M.J.-	Rabbit Punch	(^ ^C)
<input type="checkbox"/> Lun-	Lift Slam	(> ^VA)	<input type="checkbox"/> Muhali-	Spin Toss	(< V B)

All Other Moves:

<input type="checkbox"/> Backlet (combo)	(<>B {> <B, ^VB})	<input type="checkbox"/> Knee Kick (combo)	(>> <B {<>B, > <C})
<input type="checkbox"/> Chop Kick	(^ V B)	<input type="checkbox"/> Knock-Out Punch	(V >C)
<input type="checkbox"/> Double Face Kick	(V ^B)	<input type="checkbox"/> Leg Sweep	(V >B)
<input type="checkbox"/> Ear Box	(<>C)	<input type="checkbox"/> Linemen Charge	(> V >A)
<input type="checkbox"/> Face Slap-Kick (combo)	(> ^ B (< ^B, > ^B))	<input type="checkbox"/> Mawtsuigeli (combo)	(> <B {> <B, V <A})
<input type="checkbox"/> Flip Kick (combo)	(< <B {V <B, ^ > VB})	<input type="checkbox"/> Nose Breaker	(V <C)
<input type="checkbox"/> Flying Kick	(>> ^B)	<input type="checkbox"/> Push (combo)	(>C> {<>C, V ^B})
<input type="checkbox"/> Forearm Smash	(<>A)	<input type="checkbox"/> Shoulder Throw	(< ^ < A)
<input type="checkbox"/> Forearm Spin (combo)	(^ <C {<>C, < V ^C})	<input type="checkbox"/> Shove	(>>>C)
<input type="checkbox"/> Grab Punch	(> V C)	<input type="checkbox"/> Shove Kick	(V VB)
<input type="checkbox"/> Hammer Punch (combo)	(^ >C {^ VB, V >B})	<input type="checkbox"/> Side Kick (combo)	(>>B (<>B, > <B))
<input type="checkbox"/> Headbutt (combo)	(>>C {V ^C, <>C})	<input type="checkbox"/> Slide	(> V <A)
<input type="checkbox"/> Heel Bash	(< V <B)	<input type="checkbox"/> Spin Elbow	(> <C)
<input type="checkbox"/> High Spin Kick	(V <B)	<input type="checkbox"/> Strangle Hold	(< ^ A)
<input type="checkbox"/> Jump Kick (combo)	(< ^ B {^ VB, V ^B})	<input type="checkbox"/> Thigh Smash	(^ < V B)
		<input type="checkbox"/> Typhoon Kick	(< V B)
		<input type="checkbox"/> Uppercut (combo)	(V ^ C {<>C, > ^C})

FIGHT FOR LIFE REVISED MOVES LIST

Kick		
Normal Kick (combo)	-	←→B (←→B, ←→B)
Reverse Kick (Punch?)	-	←→C
Low Kick	-	←→←→B
Jump Kick	-	←→B
Leg Grabbing	-	←→←→A

Kick		
Jump Kick (combo)	-	←→B (←→B, ←→B)
Pushing (combo)	-	←→C (←→C, ←→C)
Flying Kick (combo)	-	←→B (←→←→B, ←→←→B)
Head Breaker	-	←→A
Typhoon Kick	-	←→B

Tag		
Breakout (combo)	-	←→C (←→C, ←→C)
Strong Tag	-	←→←→A
Roller Kick	-	←→B
Spin Punch	-	←→C
Slide	-	←→←→A

Tag		
Marshallart (combo)	-	←→B (←→B, ←→←→B)
Kick Throwing	-	←→←→A
Flame Kick	-	←→B
Flying Kick	-	←→←→B
Stom Down	-	←→←→A

Tag		
Arm Kick	-	←→B
Elbow Punch	-	←→C
Slamming Punch (combo)	-	←→C (←→B, ←→B)
Head Kicking	-	←→←→B
Bear Hug	-	←→←→A

Tag		
Swamp	-	←→B
Double Punch	-	←→←→C
Scissors Punch	-	←→C
Subtract (combo)	-	←→B (←→B, ←→B)
Roll Back	-	←→←→B

M.C.		
Opponent (combo)	-	←→C (←→C, ←→C)
Elbow	-	←→←→A
Multiple Punch	-	←→C
Grab Punch	-	←→C
Backflip (combo)	-	←→B (←→B, ←→B)

Match		
Knee Kick (combo)	-	←→←→B (←→B, ←→C)
Swoopkick	-	←→B
Archie Throwing	-	←→←→A
Back Flip (combo)	-	←→C (←→C, ←→←→C)
Twist	-	←→←→A

Note: Bolded moves cannot be stolen.

In beginner and practice mode, Jerry doing the same 4 stylekick combo to get a combo working. In tournament and 2 player mode use the new one.

Practice mode is a 2 player mode with all the motion.

Beginner mode is a normal game, with all the motion but you cannot fight the final boss.